

**LISTING OF CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) In a multithreaded computing environment, a method of processing computing tasks, comprising:
  - defining a plurality of worker threads, each thread capable of processing a task;
  - defining a plurality of task queues, each task queue capable of queuing a plurality of tasks;
  - associating each task queue with a single respective worker thread;
  - assigning a task to a task queue in an essentially random fashion, by:
    - selecting a task queue;
    - determining whether the selected task queue is in a non-empty state;
    - repeating the steps of selecting and determining until an empty task queue is found; and
    - placing the task in the empty task queue; and
  - from a worker thread, processing a task, wherein the task is located, during the act of processing, in a task queue not associated with the thread.
2. (Previously Presented) The method of claim 1 wherein selecting comprises selecting a task queue believed to be empty.
3. (Canceled)
4. (Previously Presented) The method of claim 1 further comprising, from a worker thread, processing a task from an associated task queue.
5. (Canceled)

6. (Previously Presented) In a multithreaded computing environment, a method of processing computing threads, comprising:
  - defining a plurality of worker threads, each thread capable of processing a task;
  - defining a plurality of task queues, each task queue capable of queuing a plurality of tasks accessible by the worker threads;
  - associating each task queue with a single respective worker thread;
  - assigning a task to an assigned task queue, by:
    - selecting a task queue;
    - determining whether the selected task queue is in a non-empty state;
    - repeating the steps of selecting and determining until an empty task queue is found; and
    - placing the task in the empty task queue, the empty task queue as a result being designated the assigned task queue; and
  - in a worker thread not associated with the assigned task queue, processing the task, wherein the task is located, during the act of processing, in the assigned task queue.
7. (Original) The method of claim 6 where assigning comprises selecting the assigned task queue based on an essentially random number.
8. (Previously Presented) The method of claim 6 wherein selecting comprises selecting a task queue believed to be empty.
9. (Canceled)
10. (Previously Presented) In a multithreaded computing environment, a system for processing tasks, comprising:
  - a plurality of worker threads, each thread capable of processing a task;
  - a plurality of task queues, each task queue capable of queuing a plurality of tasks

and each task queue associated with a single respective worker thread;

a task scheduler for assigning a task to a task queue in an essentially random fashion, by:

selecting a task queue;

determining whether the selected task queue is in a non-empty state;

repeating the steps of selecting and determining until an empty task queue is found; and

placing the task in the empty task queue; and

a worker thread processing a task, wherein the task is located, during the act of processing, in a task queue not associated with the thread.

11. (Previously Presented) The system of claim 10 wherein the task scheduler selects a task queue believed to be empty for assigning the task.

12. (Canceled)

13. (Previously Presented) The system of claim 10 further comprising a worker thread processing a task from an associated task queue.

14. (Canceled)

15. (Previously Presented) In a multithreaded computing environment, a system for processing computing threads, comprising:

a plurality of worker threads, each thread capable of processing a task;

a plurality of task queues, each task queue capable of queuing a plurality of tasks accessible by the worker threads and each task queue associated with a respective worker thread;

a task scheduler for assigning a task to an assigned task queue, by:

selecting a task queue;

determining whether the selected task queue is in a non-empty state;

repeating the steps of selecting and determining until an empty task queue is found; and

placing the task in the empty task queue, the empty task queue as a result being designated the assigned task queue; and

wherein the assigned task is processed by a thread not associated with the assigned task queue, wherein the task is located, during the act of processing, in the assigned task queue.

16. (Previously Presented) The system of claim 15 wherein the task scheduler selects the assigned task queue based on an essentially random number.

17. (Previously Presented) The system of claim 15 wherein the task scheduler selects a task queue believed to be empty for assigning the task.

18. (Canceled)

19. (Previously Presented) An article of manufacturing, comprising:  
a computer-readable storage medium;  
a computer implemented program for processing computing tasks in a multithreaded computing environment embodied in the storage medium, comprising instructions for:

defining a plurality of worker threads, each thread capable of processing a task;

defining a plurality of task queues, each task queue capable of queuing a plurality of tasks;

associating each task queue with a single respective worker thread;

assigning a task to a task queue in an essentially random fashion, by:

selecting a task queue;

determining whether the selected task queue is in a non-empty state;

repeating the steps of selecting and determining until an empty task queue is found; and

placing the task in the empty task queue; and

processing, in a worker thread, a task, wherein the task is located, during the act of processing, in a task queue not associated with the thread.

20. (Previously Presented) The article of claim 19 wherein the instructions for selecting comprise selecting a task queue believed to be empty.

21. (Canceled)

22. (Previously Presented) The article of claim 19 further comprising instructions for processing, in a worker thread, a task from an associated task queue.

23. (Canceled)

24. (Previously Presented) An article of manufacture, comprising:

a computer-readable storage medium;

a computer-implemented program for processing computing threads, in a multithreaded computing environment embodied in the storage medium, the program comprising instructions for:

defining a plurality of worker threads, each thread capable of processing a task;

defining a plurality of task queues, each task queue capable of queuing a plurality of tasks accessible by the worker threads;

associating each task queue with a single respective worker thread;

assigning a task to an assigned task queue, by:

selecting a task queue;

determining whether the selected task queue is in a non-empty state;

repeating the steps of selecting and determining until an empty task queue is found; and

placing the task in the empty task queue, the empty task queue as a result being designated the assigned task queue; and

in a worker thread not associated with the assigned task queue, processing the task, wherein the task is located, during the act of processing, in the assigned task queue.

25. (Original) The article of claim 24 where the instructions for assigning comprise selecting the assigned task queue based on an essentially random number.

26. (Previously Presented) The article of claim 24 wherein the instructions for selecting comprise selecting a task queue believed to be empty.

27. (Canceled)

28. (Previously Presented) In a multithreaded computing environment, a system for processing computing tasks, comprising:

means for defining a plurality of worker threads, each thread capable of processing a task;

means for defining a plurality of task queues, each task queue capable of queuing a plurality of tasks;

means for associating each task queue with a single respective worker thread;

means for assigning a task to a task queue in an essentially random fashion, by:

means for selecting a task queue;

means for determining whether the selected task queue is in a non-empty state;

means for repeating the steps of selecting and determining until an empty task queue is found; and

means for placing the task in the empty task queue; and

from a worker thread, means for processing a task, wherein the task is located, during the act of processing, in a task queue not associated with the thread.

29. (Previously Presented) The system of claim 28 wherein the means for selecting comprises means for selecting a task queue believed to be empty.

30. (Canceled)

31. (Previously Presented) The system of claim 28 further comprising, from a worker thread, means for processing a task from an associated task queue.

32. (Canceled)

33. (Previously Presented) In a multithreaded computing environment, a method of processing computing tasks, comprising:

- defining a plurality of worker threads, each thread capable of processing a task;
- defining a plurality of task queues, each task queue capable of queuing a plurality of tasks;
- associating each task queue with a single respective worker thread;
- assigning a task to an empty task queue in an essentially random fashion, by:
  - selecting a task queue;
  - determining whether the selected task queue is in a non-empty state;
  - repeating the steps of selecting and determining until an empty task queue is found; and
  - placing the task in the empty task queue; and
- from a worker thread, processing a task, wherein the task is located, during the act of processing, in a task queue not associated with the thread.

34. (Previously Presented) The method of claim 33 wherein selecting comprises selecting a task queue believed to be empty.

35. (Canceled)

36. (Previously Presented) The method of claim 33 further comprising, from a worker thread, processing a task from an associated task queue.

37. (Previously Presented) In a multithreaded computing environment, a method of processing computing tasks, comprising:

- defining a plurality of worker threads, each thread capable of processing a task;
- defining a plurality of task queues, each task queue capable of queuing a plurality of tasks;

- associating each task queue with a single respective worker thread, an associated task queue capable of storing tasks assigned to an associated worker thread;

- assigning a task to a task queue in an essentially random fashion, comprising:

- using a random number generator to identify an initial task queue;
  - upon determining that the initial task queue is in a non-empty state, searching other task queues for an empty task queue; and
  - upon finding an empty task queue, storing the task in the empty task queue; and

- from a worker thread, processing a task, wherein the task is located, during the act of processing, in a task queue not associated with the worker thread.

38. (Previously Presented) In a computer, a system for processing computing threads, comprising:

- a plurality of worker threads, each thread capable of processing a task;
- a plurality of task queues, each task queue capable of queuing a plurality of tasks accessible by the worker threads and each task queue associated with a single respective worker thread, the associated task queue capable of storing tasks assigned to the associated worker thread;



a task scheduler for assigning a task to an assigned task queue in an essentially random fashion, the task scheduler using a random number generator to identify an initial task queue, upon determining that the initial task queue is in a non-empty state, searching other task queues for an empty task queue, and upon finding an empty task queue, the task scheduler stores the task in the empty task queue, the empty task queue as a result being designated the assigned task queue, a worker thread processing the task, wherein the task is located, during the act of processing, in the assigned task queue, which is not associated with the worker thread.

39. (Previously Presented) In a multithreaded computing environment, a system for processing computing threads, comprising:

- means for defining a plurality of worker threads, each thread capable of processing a task;

- means for defining a plurality of task queues, each task queue capable of queuing a plurality of tasks accessible by the worker threads;

- means for associating each task queue with a single respective worker thread;

- means for assigning a task to an assigned task queue, by:

- means for selecting a task queue;

- means for determining whether the selected task queue is in a non-empty state;

- means for repeating the steps of selecting and determining until an empty task queue is found; and

- means for placing the task in the empty task queue, the empty task queue as a result being designated the assigned task queue; and

- in a worker thread not associated with the assigned task queue, means for processing the task, wherein the task is located, during the act of processing, in the assigned task queue.

40. (Previously Presented) In a multithreaded computing environment, a system for processing computing tasks, comprising:

means for defining a plurality of worker threads, each thread capable of processing a task;

means for defining a plurality of task queues, each task queue capable of queuing a plurality of tasks;

means for associating each task queue with a single respective worker thread;

means for assigning a task to an empty task queue in an essentially random fashion, by:

means for selecting a task queue;

means for determining whether the selected task queue is in a non-empty state;

means for repeating the steps of selecting and determining until an empty task queue is found; and

means for placing the task in the empty task queue; and

from a worker thread, means for processing a task, wherein the task is located, during the act of processing, in a task queue not associated with the thread.

41. (Currently Amended) In a multithreaded computing environment, a system for processing computing tasks, comprising:

means for defining a plurality of worker threads, each thread capable of processing a task;

means for defining a plurality of task queues, each task queue capable of queuing a plurality of tasks;

means for associating each task queue with a single respective worker thread, an associated task queue capable of storing tasks assigned to an associated worker thread;

means for assigning a task to a task queue in an essentially random fashion, comprising:

means for using a random number generator to identify an initial task queue;

upon determining that the initial task queue is in a non-empty state, means

for searching ~~the~~ other task queues for an empty task queue; and  
upon finding an empty task queue, means for storing the task in the empty task queue; and  
from a worker thread, means for processing a task, wherein the task is located, during the act of processing, in a task queue not associated with the worker thread.

42. (Previously Presented) The method of claim 37 wherein processing comprises:  
from a worker thread, processing a task from a task queue associated with the thread.

43. (Previously Presented) The system of claim 38 wherein a task scheduler comprises:  
a task scheduler for assigning a task to a task queue in an essentially random fashion, the task scheduler using a random number generator to identify an initial task queue, upon determining that the initial task queue is in a non-empty state, searching other task queues for an empty task queue, and upon finding an empty task queue, the task scheduler stores the task in the empty task queue, the worker thread processing a task assigned to the associated task queue.

44. (Previously Presented) The system of claim 41 wherein means for processing comprises:  
from a worker thread, means for processing a task from a task queue ~~not~~ associated with the worker thread.

45. (Previously Presented) The method of claim 1 wherein determining whether the selected task queue is in a non-empty state comprises:  
checking a task in the selected task queue to determine if the task is in the process of being removed by a worker thread; and  
checking a task in the selected task queue to determine if the task is being acted upon by a worker thread.

46. (Previously Presented) The method of claim 6 wherein determining whether the selected task queue is in a non-empty state comprises:

- checking a task in the selected task queue to determine if the task is in the process of being removed by a worker thread; and

- checking a task in the selected task queue to determine if the task is being acted upon by a worker thread.

47. (Previously Presented) The method of claim 33 wherein determining whether the selected task queue is in a non-empty state comprises:

- checking a task in the selected task queue to determine if the task is in the process of being removed by a worker thread; and

- checking a task in the selected task queue to determine if the task is being acted upon by a worker thread.

48. (Previously Presented) The method of claim 37 comprising:

- determining that the initial task queue is in a non-empty state by:

- checking a task in the initial task queue to determine if the task is in the process of being removed by a worker thread; and

- checking a task in the initial task queue to determine if the task is being acted upon by a worker thread.

49. (Previously Presented) The system of claim 38 wherein the task scheduler comprises:

- a task scheduler for assigning a task to an assigned task queue in an essentially random fashion, the task scheduler using a random number generator to identify an initial task queue, the task scheduler determining that the initial task queue is in a non-empty state by: checking a task in the initial task queue to determine if the task is in the process of being removed by a worker thread, and checking a task in the initial task queue to determine if the task is being acted upon by a worker thread, upon determining that the initial task queue is in a non-empty state, searching other task queues for an

empty task queue, and upon finding an empty task queue, the task scheduler stores the task in the empty task queue, the empty task queue as a result being designated the assigned task queue, a worker thread processing the task, wherein the task is located, during the act of processing, in the assigned task queue, which is not associated with the worker thread.

50. (Previously Presented) The method of claim 1 wherein assigning a task to a task queue in an essentially random fashion comprises:

- selecting a task queue;
- determining whether the selected task queue is in a non-empty state;
- if the selected task queue is in a non-empty state, stealing a next task in sequence from the non-empty selected task queue by moving the task from the non-empty selected task queue to an associated queue that is empty, otherwise repeating the steps of selecting and determining until a selected task queue in a non-empty state is found.

51. (Previously Presented) The method of claim 6 wherein assigning a task to an assigned task queue comprises:

- selecting a task queue;
- determining whether the selected task queue is in a non-empty state;
- if the selected task queue is in a non-empty state, stealing a next task in sequence from the non-empty selected task queue by moving the task from the non-empty selected task queue to an associated queue that is empty, otherwise repeating the steps of selecting and determining until a selected task queue in a non-empty state is found.

52. (Previously Presented) The method of claim 33 wherein assigning a task to an empty task queue in an essentially random fashion comprises:

- selecting a task queue;
- determining whether the selected task queue is in a non-empty state;

if the selected task queue is in a non-empty state, stealing a next task in sequence from the non-empty selected task queue by moving the task from the non-empty selected task queue to an associated queue that is empty, otherwise repeating the steps of selecting and determining until a selected task queue in a non-empty state is found.

53. (Previously Presented) The method of claim 37 wherein assigning a task to a task queue in an essentially random fashion comprises:

- using a random number generator to identify an initial task queue;

- determining whether the initial task queue is in a non-empty state;

- if the initial task queue is in a non-empty state, stealing a next task in sequence from the non-empty initial task queue by moving the task from the non-empty initial task queue to an associated queue that is empty, otherwise repeating the steps of using and determining until an initial task queue in a non-empty state is found.

54. (Previously Presented) The system of claim 38 wherein the task scheduler comprises:

- a task scheduler for assigning a task to an assigned task queue in an essentially random fashion, the task scheduler using a random number generator to identify an initial task queue, the task scheduler determining whether the initial task queue is in a non-empty state, if the initial task queue is in a non-empty state, stealing a next task in sequence from the non-empty initial task queue by moving the task from the non-empty initial task queue to an associated queue that is empty, otherwise using and determining until an initial task queue in a non-empty state is found, the associated empty task queue as a result being designated the assigned task queue, a worker thread processing the task, wherein the task is located, during the act of processing, in the assigned task queue, which is not associated with the worker thread.